Rapid Resolution RPG
by Andy Newton

A quick-play option for fantasy scenarios.

Character creation:

Choose a background: Aristocrat, Merchant, Professional, Labourer or Soldier. A character will have the relevant tools and training for their background, plus a home or business, friends, enemies and responsibilities.

All characters contribute in combat (in one way or another). In addition choose either Knowledge, Diplomacy or Thievery as a secondary skill. A character can choose whether their skills are magical or mundane but it doesn't affect the result.

Encounter resolution:

Each character taking part rolls 1d6 and applies any penalties. If it's not Combat or your secondary skill then the roll is at -2. A character only rolls once per encounter to see how they fared.

Result	Combat	Knowledge	Diplomacy	Thievery	Outcome
5-6					Success
2-4					Varies
1	Wounded	Frustrated	Embarrassed	Stressed	Fail, -1 penalty on future rolls
0	Crippled	Confused	Humiliated	Jittery	Fail, -2 penalty on future rolls
-1	Dead	Wrong!	Fight!	Whoops!	Fail with consequences

Penalties stack and last for the rest of the day.

If *all* characters taking part in the encounter fail then they suffer the consequences. If at least one character succeeds and no consequences interfere then the party was successful.